

CLAIM AMENDMENTS

Claim Amendment Summary

Claims pending

- Before this Amendment: Claims 1-28.
- After this Amendment: Claims 1-28

Non-Elected, Canceled, or Withdrawn claims: none

Amended claims: 21-23

New claims: none

Claims:

1. (Original) A system for enabling interoperability between two graphics technologies, comprising:

a first graphics system configured to render window content in a first mode, the first graphics system being further configured to reference a first type of window using a token associated with an instance of the first type of window;

a second graphics system configured to render windows in a second mode, the second graphics system being further configured to reference a second type of window without a need for the token used by the first graphics system; and

an interoperability component configured to cause a dummy token to be created for an instance of a window of the second type and to use the dummy token if called to perform a graphics related action on the instance of the window of the second type.

2. (Original) The system recited in claim 1, further comprising an application program including a first window and a second window, the first window being of the first type and the second window being of the second type.

3. (Original) The system recited in claim 2, wherein the first mode comprises a compositional mode of graphics technology.

4. (Original) The system recited in claim 2, wherein the second mode comprises an immediate mode of graphics technology.

5. (Original) The system recited in claim 1, wherein the token comprises a window handle.

6. (Original) The system recited in claim 1, wherein the second graphics system is configured to create a mapping from the token to a node in an internal construct used by the second graphics system to manage windows of the second type.

7. (Original) The system recited in claim 6, wherein the internal construct comprises a visual tree, and the node comprises a visual.

8. (Original) The system recited in claim 1, wherein the second graphics system is further configured to create a render target for receiving rendered window content.

9. (Original) The system recited in claim 8, wherein the render target resides in system memory.

10. (Original) The system recited in claim 8, wherein the render target resides in video memory.

11. (Original) The system recited in claim 8, wherein the render target records rendering commands generated for windows of the second type and that are played back during composition to generate display output.

12. (Original) A computer-readable medium having computer executable components for enabling interoperability between two graphics technologies, comprising:

an interoperability component that interfaces with an application program, the application program including a first window and a second window, the first window being compatible with a first graphics system that uses tokens to reference windows, the second window being compatible with a second graphics system that does not rely on the tokens; and

a mock token associated with the second window, the mock token indicating that the second window is compatible with the second graphics system.

13. (Original) The computer-readable medium recited in claim 12, further comprising a mapping, maintained by the second graphics system, from the mock token to a node in an internal construct used by the second graphics system to manage the second window.

14. (Original) The computer-readable medium recited in claim 13, wherein the internal construct comprises a visual tree, and the node comprises a visual.

15. (Original) The computer-readable medium recited in claim 12, wherein the second graphics system is further configured to create a render target for receiving rendered window content.

16. (Original) The computer-readable medium recited in claim 15, wherein the render target comprises a software render target.

17. (Original) The computer-readable medium recited in claim 15, wherein the render target comprises a hardware render target.

18. (Original) The computer-readable medium recited in claim 15, wherein the render target records rendering commands generated for the second window and that are played back during composition to generate display output.

19. (Original) The computer-readable medium recited in claim 12, wherein the mock token is associated with a device context associated with the second window.

20. (Original) The computer-readable medium recited in claim 19, wherein the device context comprises a null device context.

21. (Currently Amended) A computer-implemented method for enabling interoperability between two graphics technologies, comprising:

receiving a request to create a new window;

determining if the new window is of a type associated with an alternative graphics system;

if so, creating a dummy token for the new window to facilitate interoperability with a conventional graphics system;

creating a new visual to be created in connection with the new window, the visual being a construct associated with the alternative graphics system; and

associating the dummy token with the new visual.

22. (Currently Amended) The computer-implemented method recited in claim 21, wherein if the new window is not of the type associated with the alternative graphics system, rendering the window in accordance with a the conventional graphics system.

23. (Currently Amended) The computer-implemented method recited in claim 21, further comprising receiving an instruction to render display content to the new window referenced by the dummy token, looking up the new visual based on the association between the dummy token and the new visual, and rendering the display content to the new visual.

24. (Original) The computer-implemented method recited in claim 23, wherein rendering the display content to the new visual further comprises issuing rendering commands to a render target associated with the new visual.

25. (Original) The computer-implemented method recited in claim 24, wherein the render target comprises a software render target.

26. (Original) The computer-implemented method recited in claim 24, wherein the render target comprises a hardware render target.

27. (Original) The computer-implemented method recited in claim 24, wherein the render target records rendering commands generated for the new window that are played back during composition to generate display output.

28. (Original) A computer-readable medium encoded with computer-executable instructions for performing the method of claim 21.